Transcripts of all developers

How it all went downhill

[redacted]

Silent was the original owner of the server, he kept the peace and in general there wasn't much drama, all drama was around dementsiya, which was a mod at the time, and in general he was very argumentative when it came to content. The problem was, whenever it came to arguments and disagreements, Silent ALWAYS backed dementsiya, no matter who was right or wrong. This caused a lot further disagreement, discontent,and devs, including myself, leaving for some time

At some point even a council was made to decide dementsiya's fate in the server, which nearly everyone wanted him to leave, but that caused the opposite effects, and dementsiya is now coowner

That was the actual event that killed the mod

No one was motivated to do much after that

It's also important to note that dementsiya and silent are real life friends

And to play devil's advocate, they're probably chronically online because they had to avoid a lot of legal and beurocratic loopholes in order to not get drafted to the war in Ukraine, which is really really sad

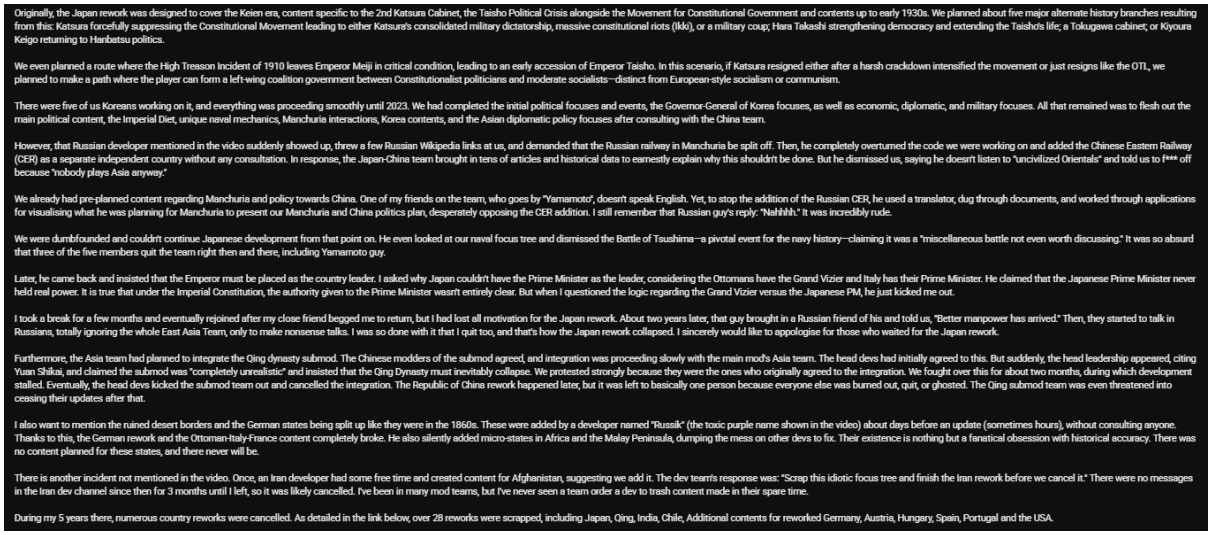
I know that at one point dementsiya fled to Italy as a political refugee

STORY ONE (CENSOR)

[redacted]

i've been in the Dev team.. the team is insanely far left and ban anyone with a different opinion, Russik (Head mod/Owner) has said insane shit in dev chat and they let Leaf (Dev of Italy and Romania) back in after he spammed N-word leaked the Github but since he's one of the only Devs who actually works on the mod a lot Russik let him back in his new account is named (Sabrinacarpenterfan333). Russik has also threatened and banned anyone who goes against his opinions or what he wants to do with mod even if their part of the Dev team with TGWR probably having upwards of 5,000 banned due to the dev team,Russik was before given power a main reason why a lot of the alt-history was taken out of trees like Russias, Chinas and Ottomans, sadly after silent gave up being server owner Russik took power and it's gone down hill from there with as you can see from the state of the mod, the trees are bloated, and giving up a lot of the fun of hoi4 for the point of being "Historical" Russik is just overall a bad decision for Lead dev with him giving up a lot of the fun of the Mod and being way to political as to the point as ruining a lot of it's reputation, you can look at youtubers TGWR video comments as see the overwhelming hate from people who got banned on the discord or reddit just for having altering opinions. (Russik = Demontisya) (edited)

STORY TWO (NO CENSOR)



Originally, the Japan rework was designed to cover the Keien era, content specific to the 2nd Katsura Cabinet, the Taisho Political Crisis alongside the Movement for Constitutional Government and contents up to early 1930s. We planned about five major alternate history branches resulting from this: Katsura forcefully suppressing the Constitutional Movement leading to either Katsura's consolidated military dictatorship, massive constitutional riots (Ikki), or a military coup; Hara Takashi strengthening democracy and extending the Taisho's life; a Tokugawa cabinet; or Kiyoura Keigo returning to Hanbatsu politics.

We even planned a route where the High Treason Incident of 1910 leaves Emperor Meiji in critical condition, leading to an early accession of Emperor Taisho. In this scenario, if Katsura resigned either after a harsh crackdown intensified the movement or just resigns like the OTL, we planned to make a path where the player can form a left-wing coalition government between Constitutionalist politicians and moderate socialists—distinct from European-style socialism or communism.

There were five of us Koreans working on it, and everything was proceeding smoothly until 2023. We had completed the initial political focuses and events, the Governor-General of Korea focuses, as well as economic, diplomatic, and military focuses. All that remained was to flesh out the main political content, the Imperial Diet, unique naval mechanics, Manchuria interactions, Korea contents, and the Asian diplomatic policy focuses after consulting with the China team.

However, that Russian developer mentioned in the video suddenly showed up, threw a few Russian Wikipedia links at us, and demanded that the Russian railway in Manchuria be split off. Then, he completely overturned the code we were working on and added the Chinese Eastern Railway (CER) as a separate independent country without any consultation. In response, the Japan-China team brought in tens of articles and historical data to earnestly explain why this shouldn't be done. But he dismissed us, saying he doesn't listen to "uncivilized Orientals" and told us to f*** off because "nobody plays Asia anyway."

We already had pre-planned content regarding Manchuria and policy towards China. One of my friends on the team, who goes by "Yamamoto", doesn't speak English. Yet, to stop the addition of the Russian CER, he used a translator, dug through documents, and worked through applications for visualising what he was planning for Manchuria to present our Manchuria and China politics plan, desperately opposing the CER addition. I still remember that Russian guy's reply: "Nahhhh." It was incredibly rude.

We were dumbfounded and couldn't continue Japanese development from that point on. He even looked at our naval focus tree and dismissed the Battle of Tsushima—a pivotal event for the navy history—claiming it was a "miscellaneous battle not even worth discussing." It was so absurd that three of the five members quit the team right then and there, including Yamamoto guy.

Later, he came back and insisted that the Emperor must be placed as the country leader. I asked why Japan couldn't have the Prime Minister as the leader, considering the Ottomans have the Grand Vizier and Italy has their Prime Minister. He claimed that the Japanese Prime Minister never held real power. It is true that under the Imperial Constitution, the authority given to the Prime Minister wasn't entirely clear. But when I questioned the logic regarding the Grand Vizier versus the Japanese PM, he just kicked me out.

I took a break for a few months and eventually rejoined after my close friend begged me to return, but I had lost all motivation for the Japan rework. About two years later, that guy brought in a Russian friend of his and told us, "Better manpower has arrived." Then, they started to talk in Russians, totally ignoring the whole East Asia Team, only to make nonsense talks. I was so done with it that I quit too, and that's how the Japan rework collapsed. I sincerely would like to appologise for those who waited for the Japan rework.

Furthermore, the Asia team had planned to integrate the Qing dynasty submod. The Chinese modders of the submod agreed, and integration was proceeding slowly with the main mod's Asia team. The head devs had initially agreed to this. But suddenly, the head leadership appeared, citing Yuan Shikai, and claimed the submod was "completely unrealistic" and insisted that the Qing Dynasty must inevitably collapse. We protested strongly because they were the ones who originally agreed to the integration. We fought over this for about two months, during which development stalled. Eventually, the head devs kicked the submod team out and cancelled the integration. The Republic of China rework happened later, but it was left to basically one person because everyone else was burned out, quit, or ghosted. The Qing submod team was even threatened into ceasing their updates after that.

I also want to mention the ruined desert borders and the German states being split up like they were in the 1860s. These were added by a developer named "Russaik" (the toxic purple name shown in the video) about days before an update (sometimes hours), without consulting anyone. Thanks to this, the German rework and the Ottoman-Italy-France content completely broke. He also silently added micro-states in Africa and the Malay Peninsula, dumping the mess on other devs to fix. Their existence is nothing but a fanatical obsession with historical accuracy. There was no content planned for these states, and there never will be.

There is another incident not mentioned in the video. Once, an Iran developer had some free time and created content for Afghanistan, suggesting we add it. The dev team's response was: "Scrap this idiotic focus tree and finish the Iran rework before we cancel it." There were no messages in the Iran dev channel since then for 3 months until I left, so it was likely cancelled. I've been in many mod teams, but I've never seen a team order a dev to trash content made in their spare time.

During my 5 years there, numerous country reworks were cancelled. As detailed in the link below, over 28 reworks were scrapped, including Japan, Qing, India, Chile, Additional contents for reworked Germany, Austria, Hungary, Spain, Portugal and the USA.

I have a lot of thoughts about Geudex today, so I thought I'd write a little about it.

I'm one of the people involved in Gdx who has been involved in Gdx since 2022-23. I had a lot of thoughts after reading the concept articl e.

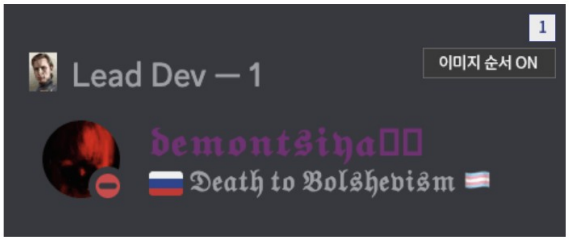
In particular, I thought about it because there were a lot of comments on the gallery right now asking why the Deux-Deux isn't coming out, and why the developers haven't thought about selling a new mode.

What I just wrote is a summary of my thoughts.

If there's a problem, I'll take it down.

Actually, around last year, a majority, not a minority, got fed up with the tyranny of the Russki head devs and tried to create a new mod.

How it all started was nothing special.



Winston Churchill, a coder who was good at both development and GFX, and that Russky kid above were arguing about Spanish developm ent, and the guy who got scratched suddenly kicked Churchill out.

It was absurd to be expelled without any warning.

Even the Spanish rework he was in charge of was stranded in that state and development has been halted to this day.

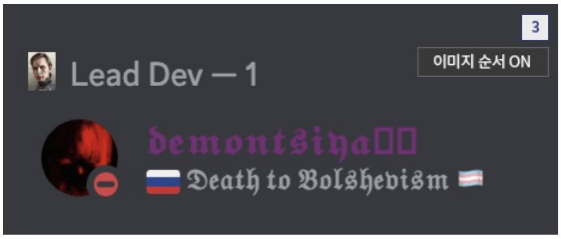
The reason he was expelled was because he was upset because someone talked back to him or something.

Anyway, he was a bit of a pushover, so I couldn't say anything to him because he had built up a lot of favor with his superiors.

But around the same time, the Qing Dynasty's sub-mode merger was also in progress.

The Chinese were working on it themselves because the Qing Dynasty content was lacking, but at the time, the Asian team showed interest first and made a proposal for integration.

And surprisingly, the integration was going well.



That was until this kid suddenly showed up and started sabotaging all Manchurian-related activities by claiming to be Manchurian and Chin ese.

He suddenly appeared and started to sabotage the Asian team consisting of Chinese, Korean, and Taiwanese people, saying that the Central Railway was Russian territory and should be separated.

So, the angry Chinese leader Dev brought in about 10 papers.

One by one
"Nap"
"Naahhhh"
"Nope"
He started a fight by talking back to me sarcastically like this.

I won't say anything I don't like either.
But at first glance, it's obvious that this is just a lack of respect for the other person and sarcasm.

And then, without any consultation, they added "only" the heavy iron a few days before the update release.

Naturally, bugs started pouring in from China and Russia.

And then he says he doesn't know anything and only brings in weird Russian Wikipedia articles

Everything was weird

And at that time, the Japanese rework was also in progress, but it was stopped at that time.

The Japanese team tried to persuade him by writing a paper on the Manchurian reform plan and even a long article.

They just blocked me

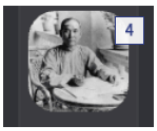
Of course, the Qing Dynasty sub-mode team is asking what the hell this is.

This Ruth has nothing to show

Block these too

So I can't give up the great war because I'm tired of fighting, but I don't like seeing them, so I sold the submode.

TGWR was a great rework



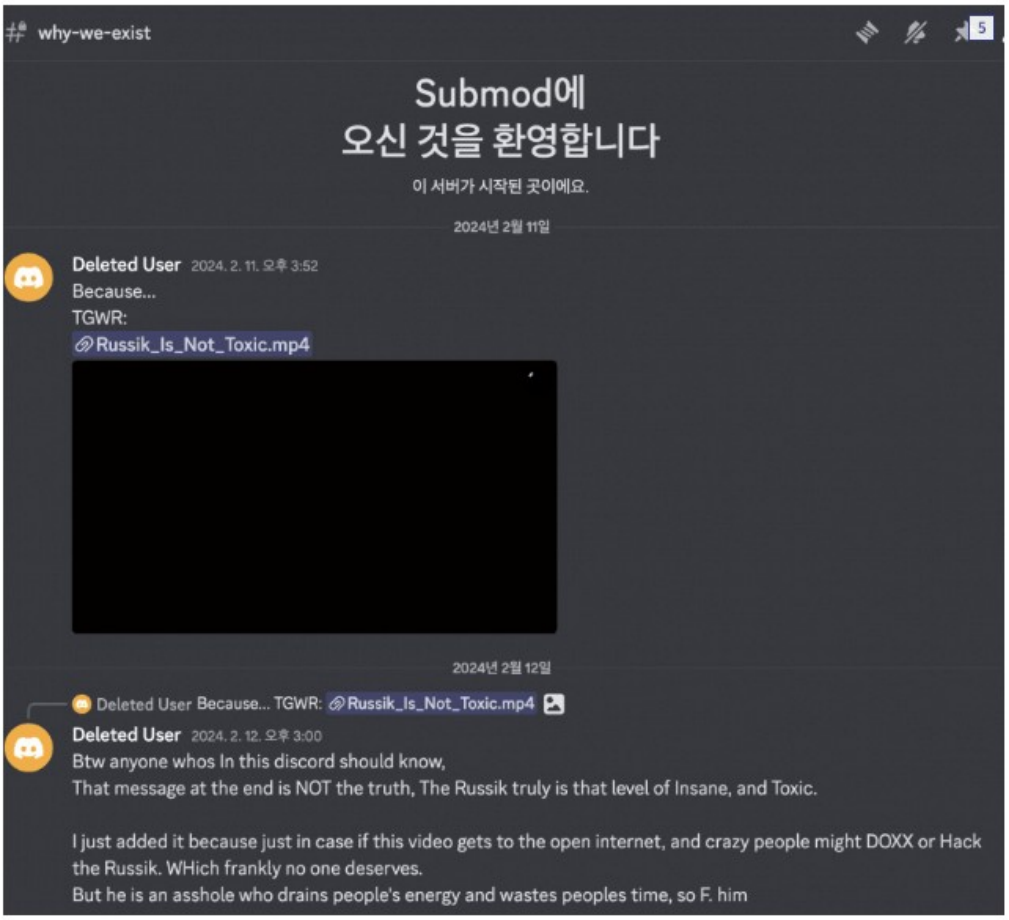
The reason the Deco server photo was Sun Yuan is simple.
Almost half of the members were from East Asia.
I still remember the Japanese development team, which was comprised entirely of Koreans, and the Chinese development team, which was comprised of Koreans and Chinese-Taiwanese guys.
We were so warm to each other

As far as I remember, the devs who participated here included the Greek devs, the entire Japanese-Korean dev team, the entire Chinese dev team, the Qing Dynasty submod team, the French dev team, the Spanish dev (Winston Churchill), and a few more.

Anyway, the atmosphere was good

And the video of the stuffed Russky was a bonus.

It was a video of Winston Churchill himself stuffed, but the original was reported by Russki when the server crashed.



That Deleted User was Winston Churchill
If I remember correctly, it's correct.

Anyway, for about 2 or 4 months, we did everything like any other mod development team, such as planning, making a roadmap, sharing G FX, forming partnerships, and coding.

Surprisingly, like the N-ON management system, the managers were also elected democratically.

However, I remember that everyone was really impressed by Russki, and that the work itself was barely done.

And then came the invasion from the mainland

Oh my, those Russkiy pups

Russky said, "Needle Mod copyright belongs to us, so if you don't delete it right away, we'll report you to the Russian court or something li ke that."

He was a "strong" Russian "man" who avoided conscription and was still a total idiot.

So here, TGWR GR ended up in a forced merger ending in submode.

This coup, which was not a coup, caused quite a backlash in the main mode as well.

I thought it would end peacefully with the establishment of a quartet or triumvirate through a gentle agreement with the submode maste and the creation of lead devs under the head dev.

If that were the case, it would have been a happy ending...

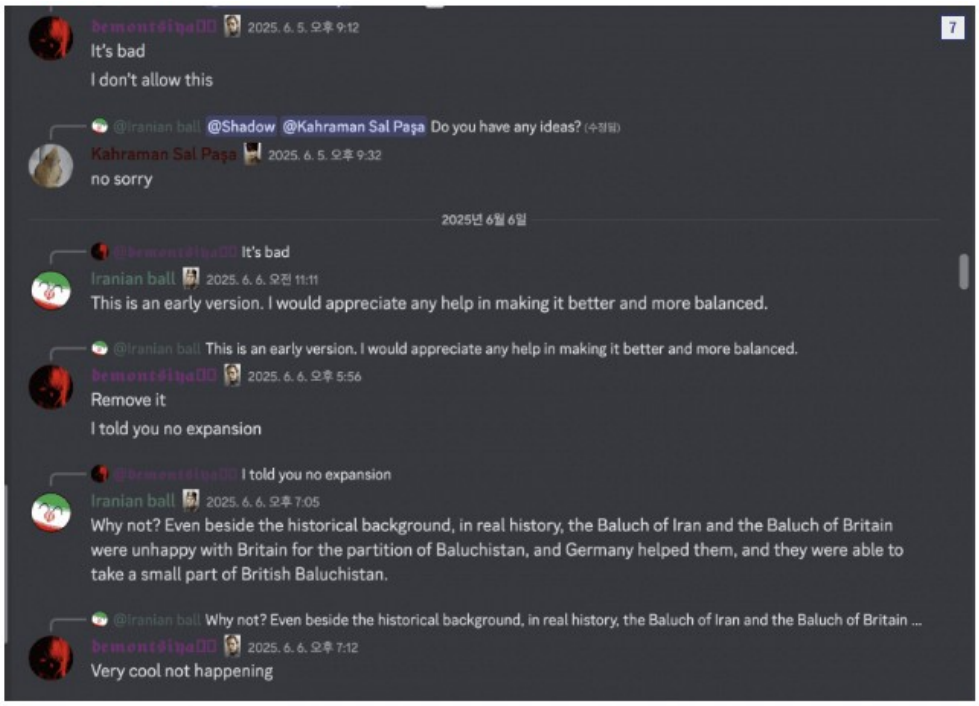
Before I knew it, the two Russkis who were really "shitheads" had staged a coup and become the Celestial Dragons.

"If you don't listen to me, I'll kick you out!"

"I don't like this rework! Do it again!"

is basic,

Once, Iran Dev asked me to conduct a focused evaluation of Afghanistan, which he had developed while he had some time to spare.



I told him to throw it away immediately, saying I never ordered such a low-quality product.

If you saw the comment above left by the Dex Dev, you would understand, it's more comfortable to talk to a wall.

And then, when did the newbie Assai come and say he wanted to rework Austria?

After activating the Gungye-byeong, he said he couldn't trust a newbie like you and told you to rework the Netherlands.

He kicked the newbie

What is this

I really can't communicate with him

If the answer is set to 1, it is a type that repeats infinitely until the opponent shouts 1.

Meanwhile, I really respect the Greek developer who, despite being a high school student, took the time to develop Greek.

The Greek rework was almost canceled because the Russkis were so interested in Gensei, but the moment I saw that they finally released th e rework, albeit in a smaller scale, I couldn't really put it into words.

I was so proud of him for completing the Greek project so well.

Even the Megali idea is being forced to be deleted, claiming it is 'unrealistic'. Having witnessed the Megali idea and the reduced version of the Byzantine Empire being crammed in, I can confirm this for sure.

This is almost the first time for me, really

Excluding the neutral witch duo, he was the first to defeat the above Russki with pure talk.

When you start Greece, an event will appear saying that this is your first time doing the Great War Greece project.
And Greece may be less fun than Romania or France
But it was much more fun and more personal than the rework that those two Russkis made or suggested.
The events were plentiful, and there were plenty of alternative history highlights.
I saw the influence system used once during the Spanish Civil War, and I really wondered what this guy was doing.

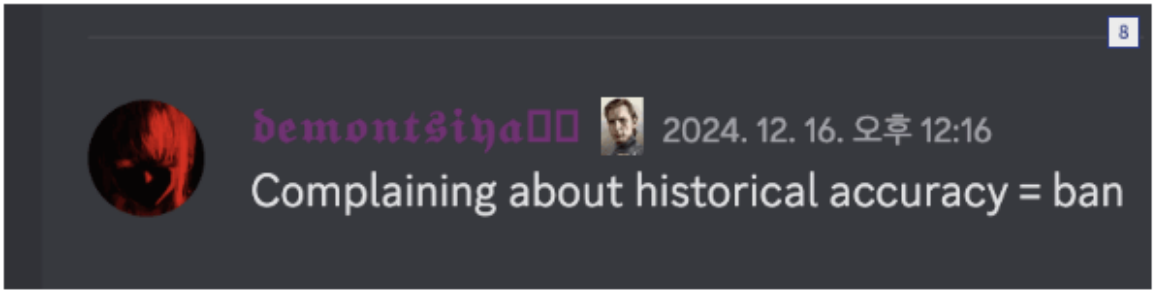
Anyway, this is how these reworks got cancelled or stopped:
1. United States
2. 2022 Italian Rework Plan
3. France
4. German pulley walk
5. Austria
6. Hungary
7. Finland
8. Spain
9. Portugal
10. Netherlands
11. Baltic States
12. British India
13. Poland
14. Serbia 2nd Rework
15. Ottoman Empire
16. Mexico
17. Chile (It was released as a submod this year, but I went to find it and had it taken down via DMCA)
18. Middle East
19. Egypt
20. Canada
21. Belgium
22. Ukraine
23. England
24. Ethiopia
25. Bulgaria
26. Czechoslovakia
27. Caucasus countries
28. Argentina
Others, etc.

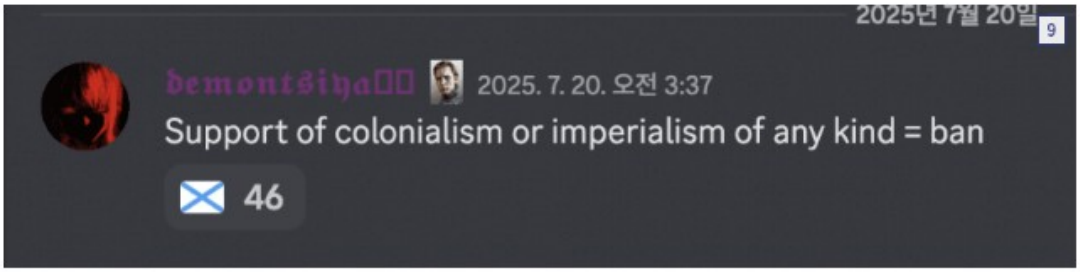
You can see that he is the one who actually made the current Great War Redux into this state.

Afterwards, as his power became more consolidated, he also kicked out senior members.

He started banning all the members who opposed him.

It's only natural that strange rules were added.





Due to useless stubbornness, the Japanese rework was halted for about 3 years.

The Qing Dynasty-China development was being carried out solely by a Korean developer of the concept article until Mr. Ttageo joined last year.

In particular, Winston Churchill was stuffed into a Discord sticker.

Still there

Even the lead coders and GFX leads would abuse bans if they didn't like it.

There have been so many frustrating reworks because of this.

I still think it's abnormal that the mod is still running.

The reason he can't be kicked out is simple.

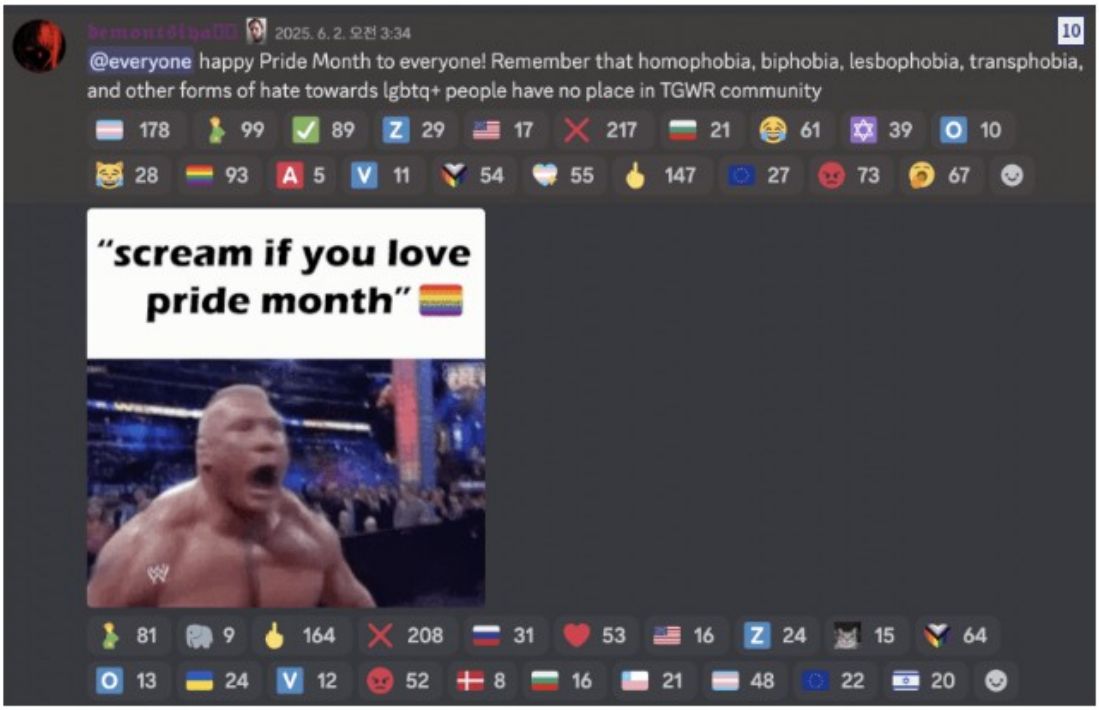
You said "Russki"

Imagine there are two kids like this

If I try to say anything, I'll get a timeout or a ban, so I'll just hold it in and say it.

This June wasn't even a Great War Redux

It was a gay war redux



Just sell the Rujeong Gallery
Really
At that level, it seems like he's mentally ill (I think it's true)

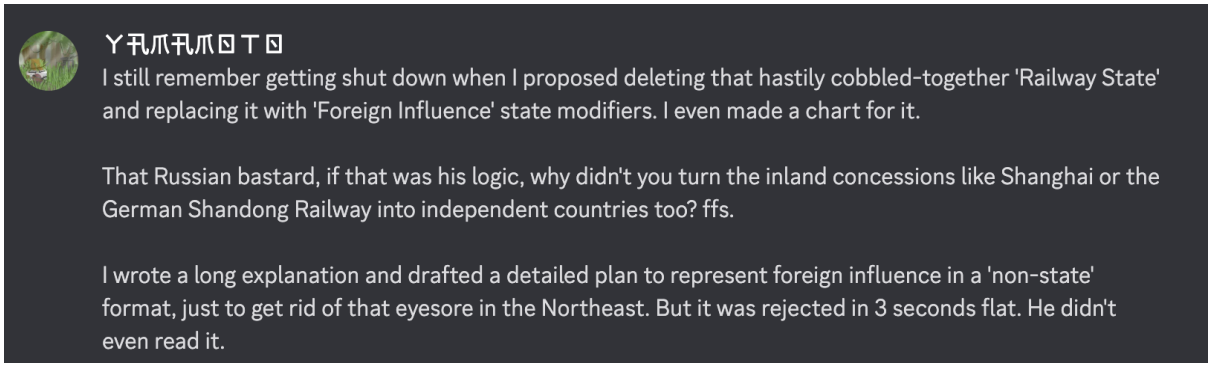
Conclusion - 3-Line Summary
1. The elders had already tried TGWR GR once.
2. The Russian neutral witches cast Earthquake, causing the submode main base to flip over.
3. The headquarters of the Godux became the world government of the Russki Celestial Dragons, so it was incredibly difficult to do anyth g.

The last thing I want to say is

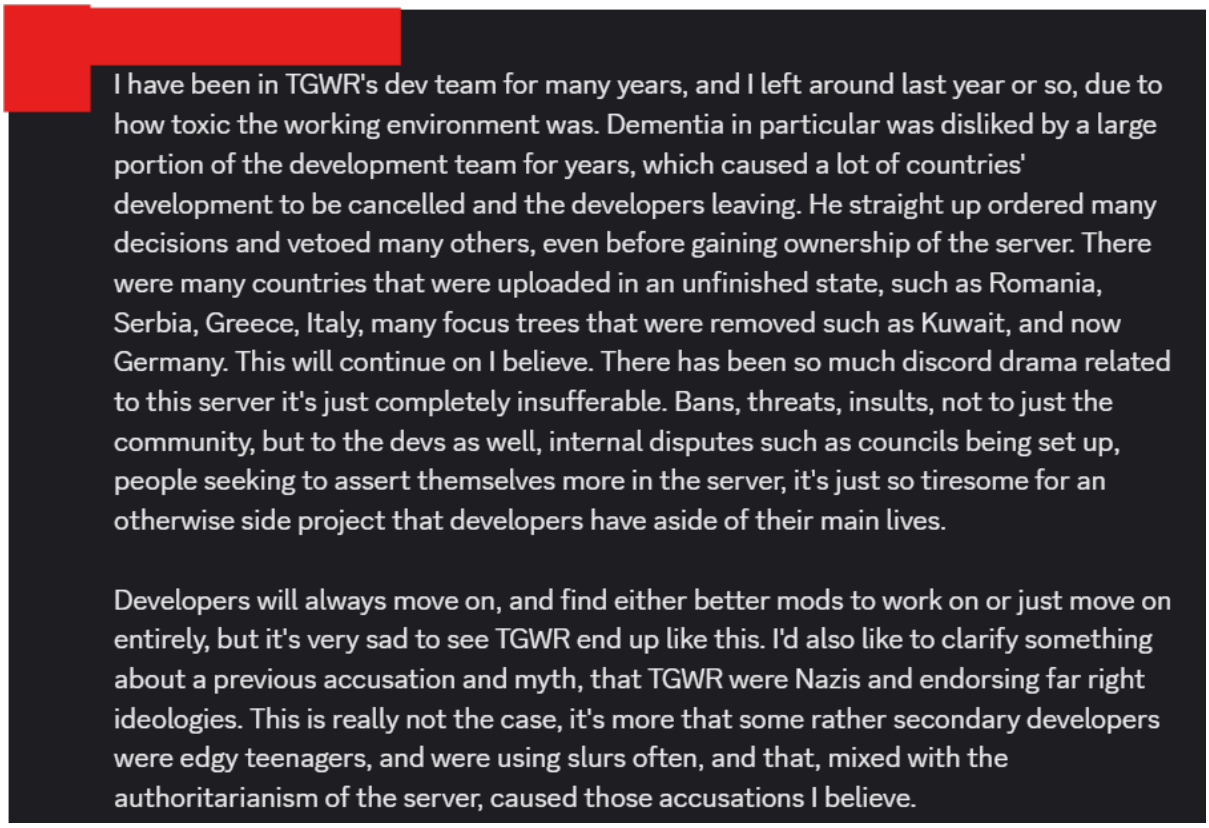
No matter how ugly the mode is

Please don't hate me too much

STORY THREE



STORY FOUR (CENSOR)



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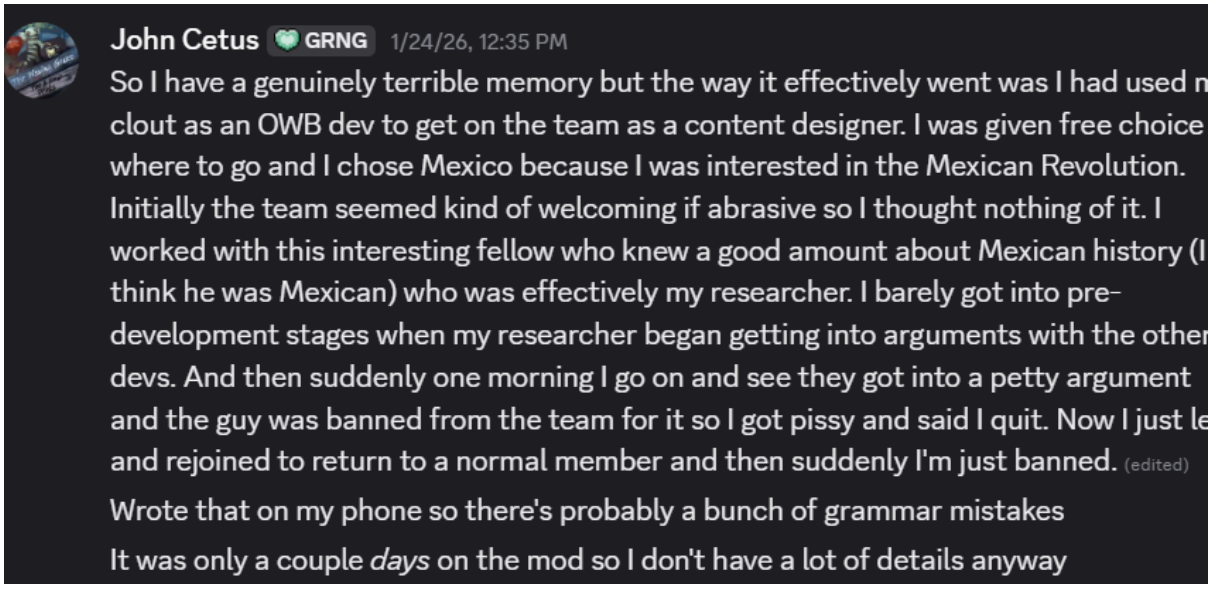
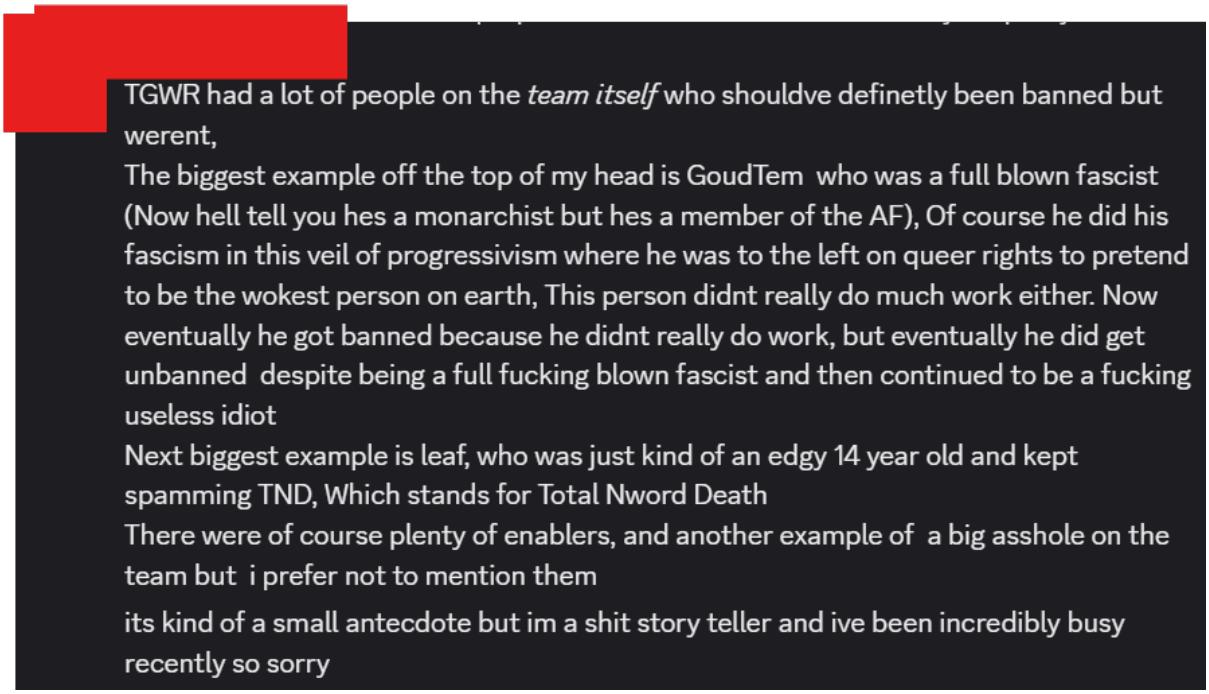
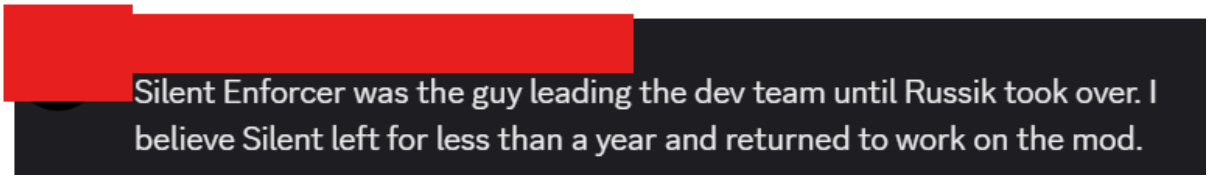
STORY FIVE (NO CENSOR)



STORY SIX



STORY SEVEN



Error Log HOI [redacted]
Silent and Russik are friends IRL right

[redacted]
I am not sure

Error Log HOI [redacted]
Alright, what is one thing about the TGWR team that you dislike

[redacted]
The censorship and affirmation of political identities by the head developers

Error Log HOI [redacted]
Could you list an example of when there was excessive censorship and political identity by head developers

[redacted]
Take a peep at #rules please

Error Log HOI [redacted]
🤣 Yeah I've seen, I am currently banned
You previously mentioned racism from the developer team, how excessive do you believe they are racist

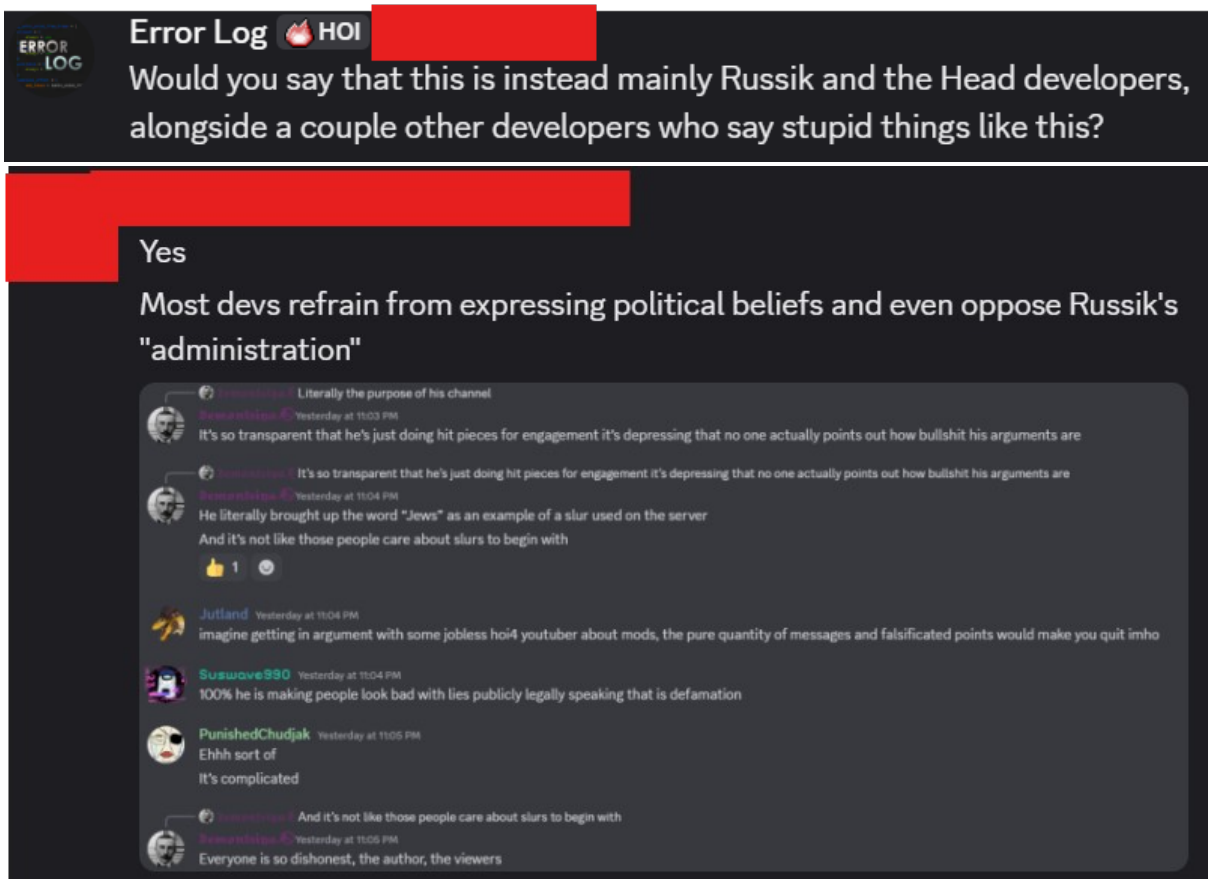
[redacted]
Well Leaf [redacted] Not excusing his behavior

I am not aware of what goes on in dev-private chats but I heard from higher up devs talking in dev-public chats that it is not good

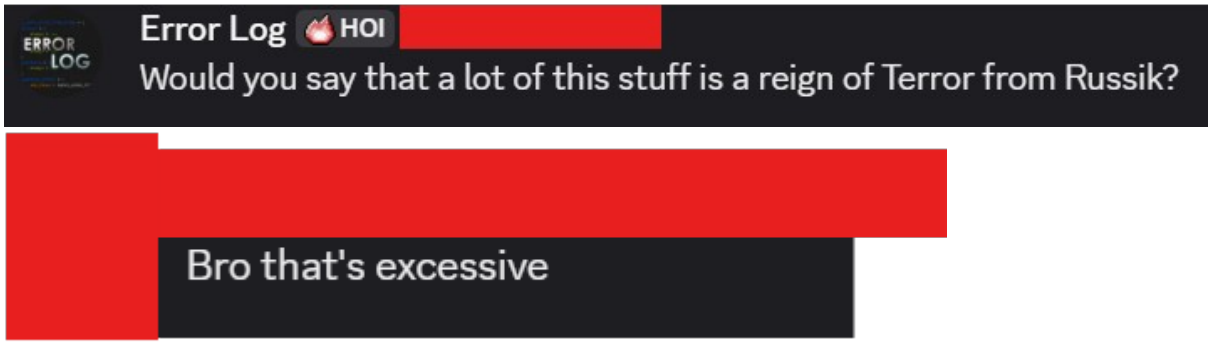
Error Log HOI [redacted]
How so? Have you witnessed racist occasions with the developer team?

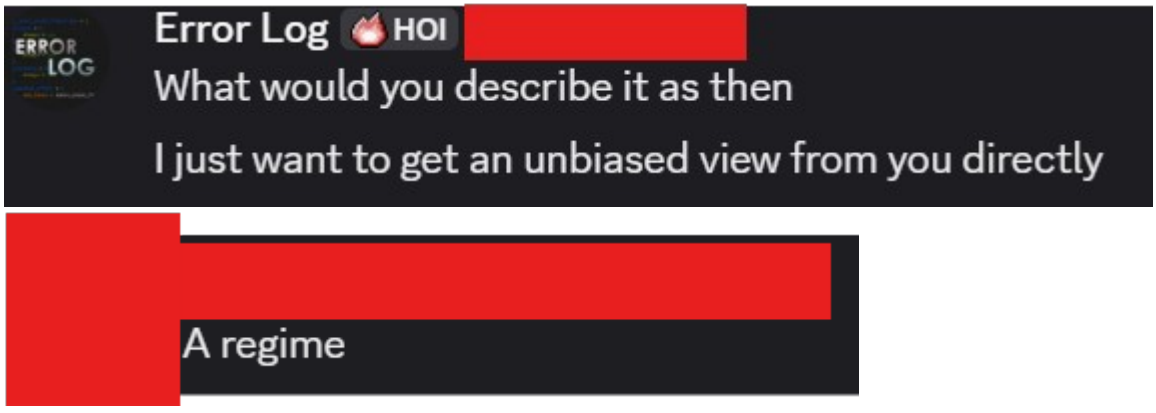
Error Log HOI [redacted]
Would believe that this is a general reflection of the culture within the developer team?

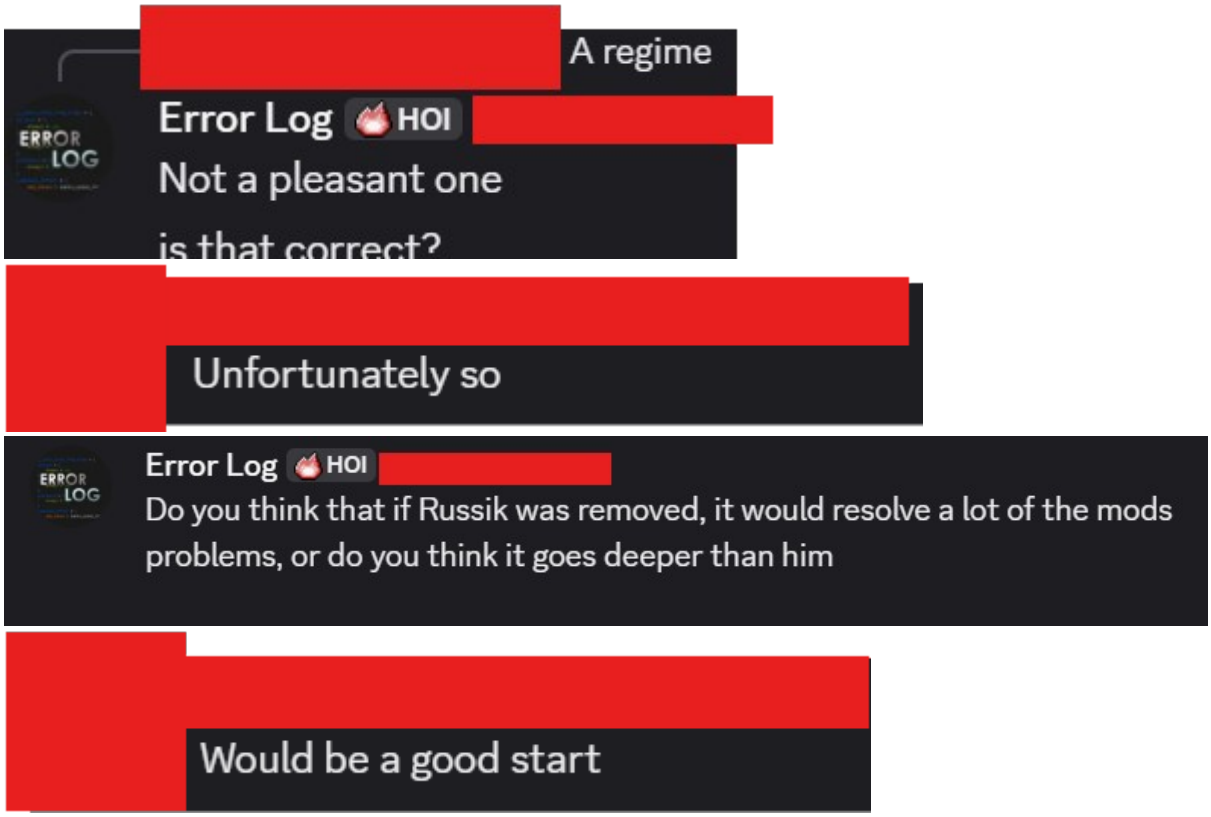
[redacted]
No. Not all developers are like this. You can see this in general chat where the head devs argue



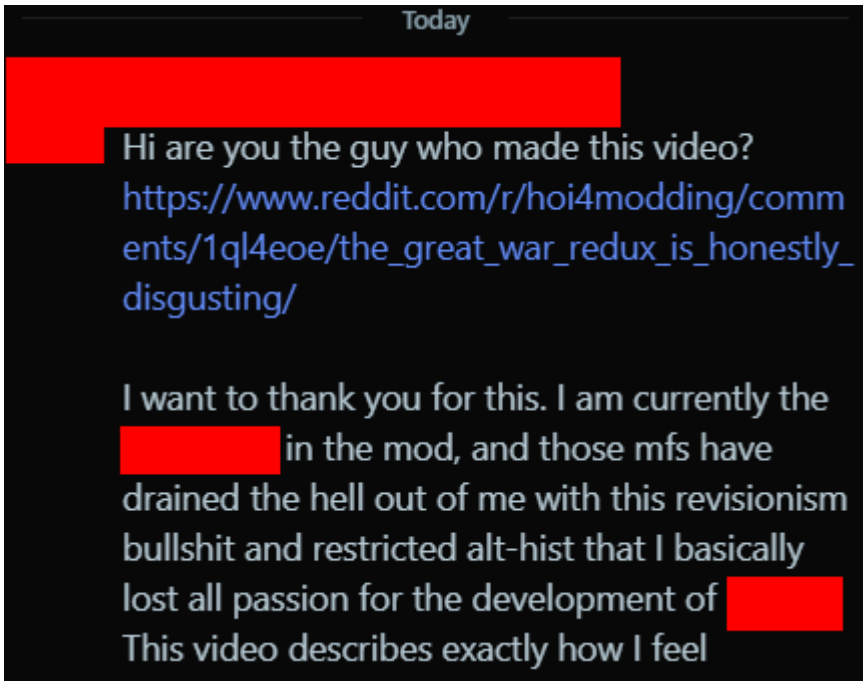
“Everything is a lie and its all defamation no matter how many screenshots”



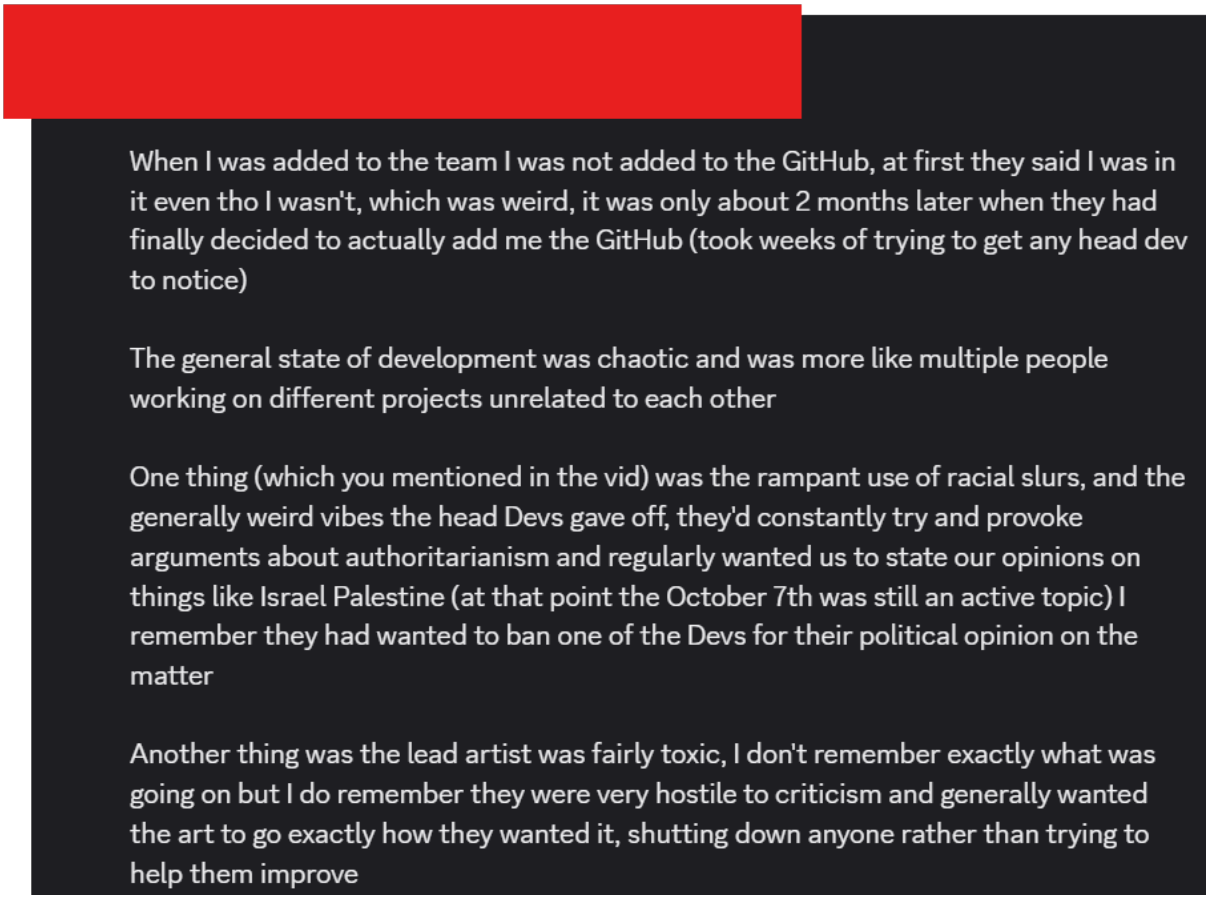




STORY EIGHT (CENSOR)



STORY NINE (CENSOR)



STORY TEN

I was a former Tester for the Great War Redux briefly in early 2024 and I didn't notice much at the time aside from that they planned on removing the Soviet Russian empire.

However, when they we're doing an American rework (don't know if they're doing so rn) They had a Joke focus called Hit the n-word with baseball bats which indicates hypocrisy on the dev team.

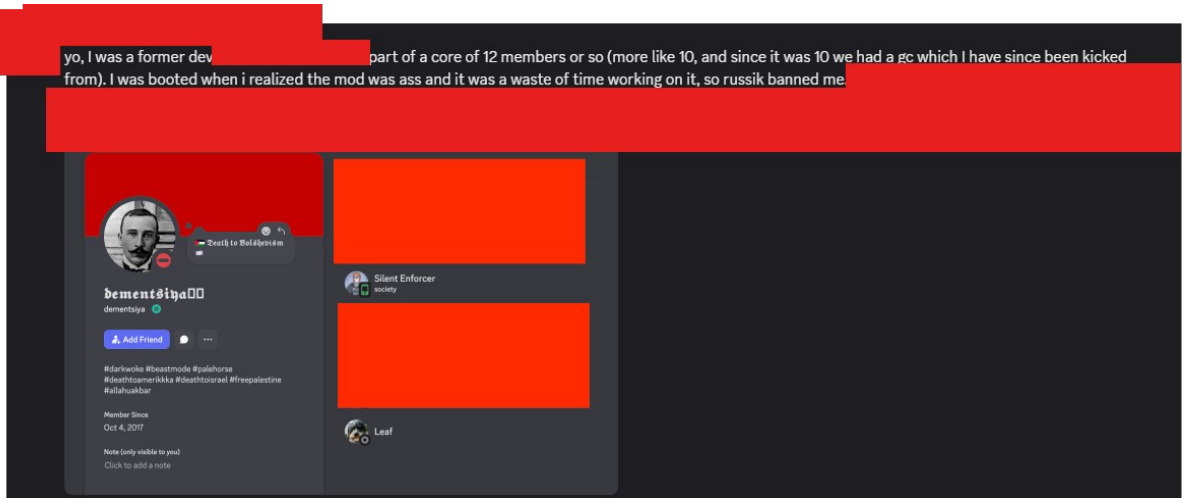
Luckily I'm not on the dev team any more and work on Caesarreich.

STORY ELEVEN

The only thing that bothered me the most is that they barely do their own research and it's sometimes barely even active in those channels. Mainly @researchers every so often then getting annoyed when not doing so. Literally that's it noticed their avatar from a Fandom I was in dementysia, and joined because of that, as the fandom was pretty wholesome, well some parts lmao. Just pure ignorance from me and an absolute nothing burger (edited)

STORY TWELVE

yo, I was a former dev part of a core of 12 members or so (more like 10, and since it was 10 we had a gc which I have since been kicked from). I was booted when i realized the mod was ass and it was a waste of time working on it, so russik banned me



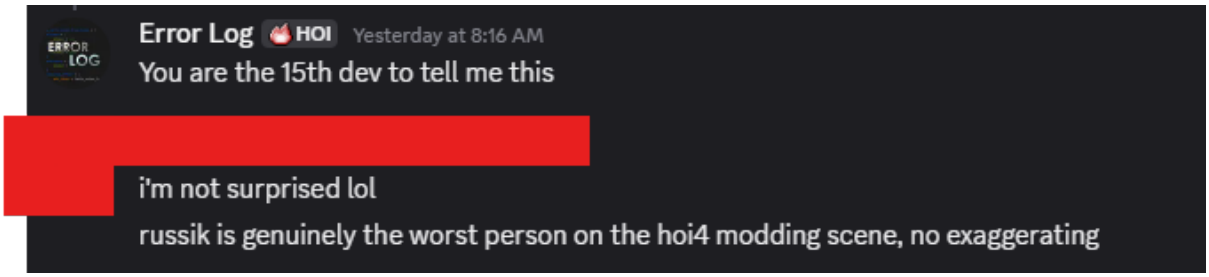
[redacted]nothing russik does is excusable
he's the most egotistical person i have ever known
russik only let leaf in because leaf is the only one that does anything
there has been a qing, japanese, and ottoman rework that each have been like 3 years in the works
every piece of content that has come out in the past 2 years have been leaf driven
theres also a russia rework that russik is supposedly working on, but it also is never worked on.
Ironically, the former head of the dev, silent, still does more work than russik even now
https://github.com/diosaurreal/tgwr-mod/commits/master/ just look at the github

GitHub

Commits · diosaurreal/tgwr-mod

Contribute to diosaurreal/tgwr-mod development by creating an account on GitHub.

[redacted]One of the bigger reasons that those reworks get nowhere close to being completed is that Russik peeks in and stops everything on the grounds of historical realism, even though Russik likely had read surface-level literature on the topic



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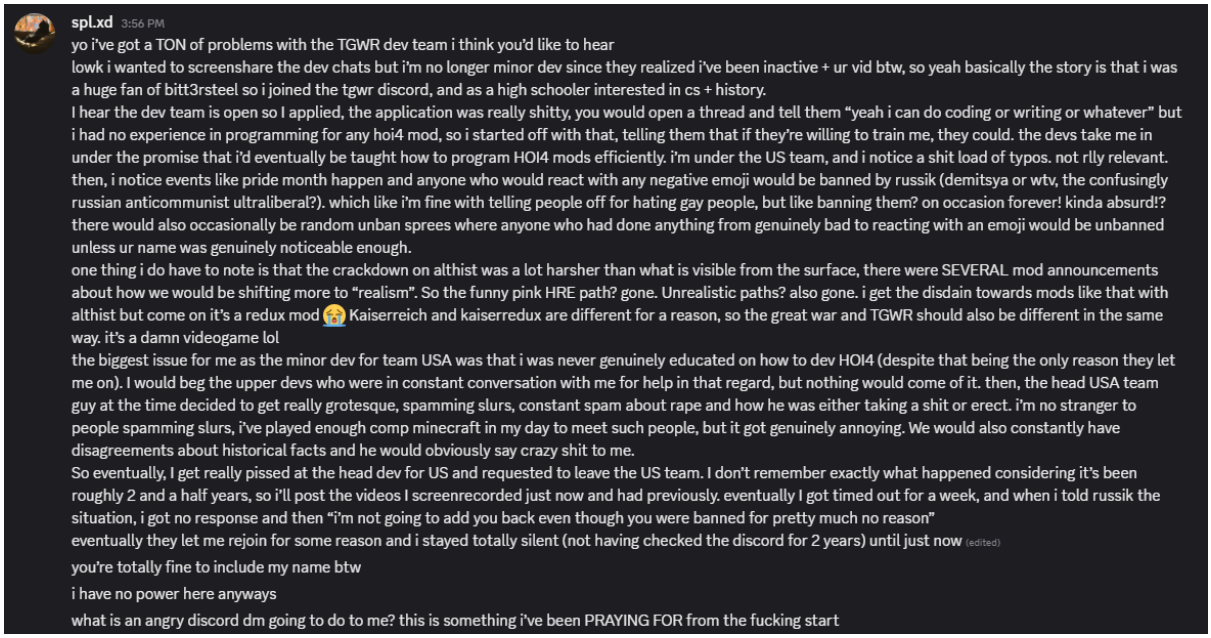

spl.xd 3:56 PM

yo i've got a TON of problems with the TGWR dev team i think you'd like to hear

lowk i wanted to screenshare the dev chats but i'm no longer minor dev since they realized i've been inactive + ur vid btw, so yeah basically the story is that i was a huge fan of bitt3rsteel so i joined the tgwr discord, and as a high schooler interested in cs + history.

I hear the dev team is open so I applied, the application was really shitty, you would open a thread and tell them "yeah i can do coding or writing or whatever" but i had no experience in programming for any hoi4 mod, so i started off with that, telling them that if they're willing to train me, they could. the devs take me in under the promise that i'd eventually be taught how to program HOI4 mods efficiently. i'm under the US team, and i notice a shit load of typos. not rlly relevant. then, i notice events like pride month happen and anyone who would react with any negative emoji would be banned by russik (demitsya or wtv, the confusingly russian anticommunist ultraliberal?). which like i'm fine with telling people off for hating gay people, but like banning them? on occasion forever! kinda absurd!? there would also occasionally be random unban sprees where anyone who had done anything from genuinely bad to reacting with an emoji would be unbanned unless ur name was genuinely noticeable enough.

one thing i do have to note is that the crackdown on althist was a lot harsher than what is visible from the surface, there were SEVERAL mod announcements about how we would be shifting more to "realism". So the funny pink HRE path? gone. Unrealistic paths? also gone. i get the disdain towards mods like that with althist but come on it's a redux mod 😭 Kaiserreich and kaiserredux are different for a reason, so the great war and TGWR should also be different in the same way. it's a damn videogame lol

the biggest issue for me as the minor dev for team USA was that i was never genuinely educated on how to dev HOI4 (despite that being the only reason they let me on). I would beg the upper devs who were in constant conversation with me for help in that regard, but nothing would come of it. then, the head USA team guy at the time decided to get really grotesque, spamming slurs, constant spam about rape and how he was either taking a shit or erect. i'm no stranger to people spamming slurs, i've played enough comp minecraft in my day to meet such people, but it got genuinely annoying. We would also constantly have disagreements about historical facts and he would obviously say crazy shit to me.

So eventually, I get really pissed at the head dev for US and requested to leave the US team. I don't remember exactly what happened considering it's been roughly 2 and a half years, so i'll post the videos I screenrecorded just now and had previously. eventually I got timed out for a week, and when i told russik the situation, i got no response and then "i'm not going to add you back even though you were banned for pretty much no reason"

eventually they let me rejoin for some reason and i stayed totally silent (not having checked the discord for 2 years) until just now (edited)

you're totally fine to include my name btw

i have no power here anyways

what is an angry discord dm going to do to me? this is something i've been PRAYING FOR from the fucking start